Abyssal Hunter
{3}{B}
Creature -- Minion
1/1
{B}, {T}: Tap target creature. Abyssal Hunter deals damage equal to Abyssal Hunter's power to that creature.

Acidic Dagger
{4}
Artifact
{4}, {T}: Whenever target creature deals combat damage to a non-Wall creature this turn, destroy that non-Wall creature. When the targeted creature leaves play this turn, sacrifice Acidic Dagger. Play this ability only during combat before the declare blockers step.

Afiya Grove
{1}{G}
Enchantment
Afiya Grove comes into play with three +1/+1 counters on it.
At the beginning of your upkeep, move a +1/+1 counter from Afiya Grove onto target creature.
When Afiya Grove has no +1/+1 counters on it, sacrifice it.

Afterlife
{2}{W}
Instant
Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.

Agility
{1}{R}
Enchant Creature
Enchanted creature gets +1/+1 and has flanking. #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Alarum
{1}{W}
Instant
Untap target nonattacking creature. It gets +1/+3 until end of turn.

Aleatory
{1}{R}
Instant
Play Aleatory only during combat after blockers are declared.
Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

Amber Prison
{4}
Artifact
You may choose not to untap Amber Prison during your untap step.

{4}, {T}: Tap target artifact, creature, or land. As long as Amber Prison remains tapped, that permanent doesn't untap during its controller's untap step.

Amulet of Unmaking
{5}
Artifact
{5}, {T}, Remove Amulet of Unmaking from the game: Remove target artifact, creature, or land from the game. Play this ability only any time you could play a sorcery.

Ancestral Memories
{2}{U}{U}{U}
Sorcery
Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.

Armor of Thorns
{1}{G}
Enchant Creature
Armor of Thorns can enchant only a nonblack creature.
You may play Armor of Thorns any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +2/+2.

Armorer Guildmage
{R}
Creature -- Wizard
1/1
{B}, {T}: Target creature gets +1/+0 until end of turn.
{G}, {T}: Target creature gets +0/+1 until end of turn.

Ashen Powder
{2}{B}{B}
Sorcery
Put target creature card from an opponent's graveyard into play under your control.

Asmira, Holy Avenger
{2}{G}{W}
Creature -- Legend
2/3
Flying
At end of turn, put a +1/+1 counter on Asmira, Holy Avenger for each creature put into your graveyard from play this turn.

Auspicious Ancestor
{3}{W}
Creature -- Ancestor
2/3
When Auspicious Ancestor is put into a graveyard from play, you gain 3 life.
Whenever a white spell is played, you may pay {1}. If you do, you

gain 1 life.

Azimaet Drake
{2}{U}
Creature -- Drake
1/3
Flying
{U}: Azimaet Drake gets +1/+0 until end of turn. Play this ability only once each turn.

Bad River
Land
Bad River comes into play tapped.
{T}, Sacrifice Bad River: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Barbed Foliage
{2}{G}{G}
Enchantment
Whenever a creature attacks you, it loses flanking until end of turn.
Whenever a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

Barbed-Back Wurm
{4}{B}
Creature -- Wurm
4/3
{B}: Target green creature blocking Barbed-Back Wurm gets -1/-1 until end of turn.

Barreling Attack
{2}{R}{R}
Instant
Target creature gets +1/+1 for each creature blocking it and gains trample until end of turn.

Basalt Golem
{5}
Artifact Creature -- Golem
2/4
Basalt Golem can't be blocked by artifact creatures.
Whenever Basalt Golem becomes blocked by a creature, destroy that creature at end of combat. It can't be regenerated. Then the creature's controller puts a 0/2 Stone Wall artifact creature token into play. #(Walls can't attack.)#

Bay Falcon
{1}{U}
Creature -- Bird
1/1
Flying
Attacking doesn't cause Bay Falcon to tap.

Bazaar of Wonders
{3}{U}{U}
Enchant World
When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.
Whenever a spell is played, counter it if a card with the same name is in play or in a graveyard.

Benevolent Unicorn
{1}{W}
Creature -- Unicorn
1/2
If a spell would deal damage to a creature or player, it deals that much damage minus 1 to that creature or player instead.

Benthic Djinn
{2}{U}{B}
Creature -- Djinn
5/3
Islandwalk #(This creature is unblockable as long as defending player controls an island.)#
At the beginning of your upkeep, you lose 2 life.

Binding Agony
{1}{B}
Enchant Creature
Whenever enchanted creature is dealt damage, Binding Agony deals that much damage to enchanted creature's controller.

Blighted Shaman
{1}{B}
Creature -- Wizard
1/1
{T}, Sacrifice a swamp: Target creature gets +1/+1 until end of turn.
{T}, Sacrifice a creature: Target creature gets +2/+2 until end of turn.

Blind Fury
{2}{R}{R}
Instant
If a creature would deal combat damage to a creature this turn, it deals double that damage instead.
All creatures lose trample until end of turn.

Blinding Light
{2}{W}
Sorcery
Tap all nonwhite creatures.

Blistering Barrier
{2}{R}
Creature -- Wall
5/2

#(Walls can't attack.)#

Bone Harvest
{2}{B}
Instant
Put any number of target creature cards from your graveyard on top of your library.
Draw a card at the beginning of the next turn's upkeep.

Bone Mask
{4}
Artifact
{2}, {T}: The next time a source of your choice would deal damage to you this turn, prevent that damage. For each 1 damage prevented this way, remove the top card of your library from the game.

Boomerang
{U}{U}
Instant
Return target permanent to its owner's hand.

Breathstealer
{2}{B}
Creature -- Nightstalker
2/2
{B}: Breathstealer gets +1/-1 until end of turn.

Brushwagg
{1}{G}{G}
Creature -- Brushwagg
3/2
Whenever Brushwagg blocks or becomes blocked, it gets -2/+2 until end of turn.

Builder's Bane
{X}{X}{R}
Sorcery
Destroy X target artifacts. Builder's Bane deals to each player damage equal to the number of artifacts he or she controlled destroyed this way.

Burning Palm Efreet
{2}{R}{R}
Creature -- Efreet
2/2
{1}{R}{R}: Burning Palm Efreet deals 2 damage to target creature with flying and that creature loses flying until end of turn.

Burning Shield Askari
{2}{R}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

{R}{R}: Burning Shield Askari gains first strike until end of turn.

Cadaverous Bloom
{3}{B}{G}
Enchantment
Remove a card in your hand from the game: Add {B}{B} or {G}{G} to your mana pool.

Cadaverous Knight
{2}{B}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{B}{B}: Regenerate Cadaverous Knight.

Canopy Dragon
{4}{G}{G}
Creature -- Dragon
4/4
Trample
{1}{G}: Canopy Dragon gains flying and loses trample until end of turn.

Carrion
{1}{B}{B}
Instant
Sacrifice a creature. Put into play a number of 0/1 black Maggot creature tokens equal to the sacrificed creature's power.

Catacomb Dragon
{4}{B}{B}
Creature -- Dragon
4/4
Flying
Whenever Catacomb Dragon becomes blocked by a nonartifact, non-Dragon creature, that creature gets -X/-0 until end of turn, where X is half the creature's power, rounded down.

Celestial Dawn
{1}{W}{W}
Enchantment
Nonland cards you own that aren't in play and nonland permanents you control are white. Lands you control are plains. Spells and abilities you control produce white mana instead of any other color. You may spend white mana as though it were mana of any color.

Cerulean Wyvern
{4}{U}
Creature -- Drake
3/3
Flying, protection from green

Chaos Charm

{R}
Instant
Choose one -- Destroy target Wall; or Chaos Charm deals 1 damage to target creature; or target creature gains haste until end of turn.
#(The creature may attack and #{T}# the turn it comes under your control.)#

Chaosphere
{2}{R}
Enchant World
Creatures with flying can't block creatures without flying.
Creatures without flying may block as though they have flying.

Charcoal Diamond
{2}
Artifact
Charcoal Diamond comes into play tapped.
{T}: Add {B} to your mana pool.

Chariot of the Sun
{3}
Artifact
{2}, {T}: Target creature you control gains flying and has a toughness of 1 until end of turn.

Choking Sands
{1}{B}{B}
Sorcery
Destroy target nonswamp land. If that land is a nonbasic land, Choking Sands deals 2 damage to the land's controller.

Cinder Cloud
{3}{R}{R}
Instant
Destroy target creature. If a white creature is put into a graveyard this way, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Circle of Despair
{1}{W}{B}
Enchantment
{1}, Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage.

Civic Guildmage
{W}
Creature -- Wizard
1/1
{G}, {T}: Target creature gets +0/+1 until end of turn.
{U}, {T}: Put target creature you control on top of its owner's library.

Cloak of Invisibility

{U}
Enchant Creature
Enchanted creature has phasing and can't be blocked except by Walls.

Consuming Ferocity
{1}{R}
Enchant Creature
Consuming Ferocity can enchant only a non-Wall creature.
Enchanted creature gets +1/+0.
At the beginning of your upkeep, put a +1/+0 counter on enchanted creature. If enchanted creature has three or more +1/+0 counters on it, enchanted creature deals damage equal to its power to its controller, then destroy enchanted creature and it can't be regenerated.

Coral Fighters
{1}{U}
Creature -- Merfolk
1/1
Whenever Coral Fighters attacks and isn't blocked, look at the top card of defending player's library. You may put that card on the bottom of that player's library.

Crash of Rhinos
{6}{G}{G}
Creature -- Rhino
8/4
Trample

Crimson Hellkite
{6}{R}{R}{R}
Creature -- Dragon
6/6
Flying
{X}, {T}: Crimson Hellkite deals X damage to target creature. Spend only red mana this way.

Crimson Roc
{4}{R}
Creature -- Roc
2/2
Flying
Whenever Crimson Roc blocks a creature without flying, Crimson Roc gets +1/+0 and gains first strike until end of turn.

Crypt Cobra
{3}{B}
Creature -- Cobra
3/3
Whenever Crypt Cobra attacks and isn't blocked, defending player gets a poison counter. #(A player with ten or more poison counters loses the game.)#

Crystal Golem

{4}
Artifact Creature -- Golem
3/3
At the end of your turn, Crystal Golem phases out.

Crystal Vein
Land
{T}: Add one colorless mana to your mana pool.
{T}, Sacrifice Crystal Vein: Add two colorless mana to your mana pool.

Cursed Totem
{2}
Artifact
Players can't play creatures' activated abilities.

Cycle of Life
{1}{G}{G}
Enchantment
Return Cycle of Life to its owner's hand: Target creature you played this turn is 0/1 until your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

Daring Apprentice
{1}{U}{U}
Creature -- Wizard
1/1
{T}, Sacrifice Daring Apprentice: Counter target spell.

Dark Banishing
{2}{B}
Instant
Destroy target nonblack creature. It can't be regenerated.

Dark Ritual
{B}
Instant
Add {B}{B}{B} to your mana pool.

Dazzling Beauty
{2}{W}
Instant
Play Dazzling Beauty only during the declare blockers step.
Target unblocked attacking creature becomes blocked. #(This ability works on unblockable creatures.)#
Draw a card at the beginning of the next turn's upkeep.

Decomposition
{1}{G}
Enchant Creature
Decomposition can enchant only a black creature.
Enchanted creature has "Cumulative upkeep -- Pay 1 life."
When enchanted creature is put into a graveyard, its controller loses 2 life.

Delirium
{1}{B}{R}
Instant
Play Delirium only on an opponent's turn.
Tap target creature that player controls. That creature deals damage equal to its power to the player. Prevent all combat damage that would be dealt to and dealt by the creature this turn.

Dirtwater Wraith
{3}{B}
Creature -- Wraith
1/3
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
{B}: Dirtwater Wraith gets +1/+0 until end of turn.

Discordant Spirit
{2}{B}{R}
Creature -- Spirit
2/2
At the end of each of your opponents' turns, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you that turn.
At the end of your turn, remove all +1/+1 counters on Discordant Spirit.

Disempower
{1}{W}
Instant
Put target artifact or enchantment on top of its owner's library.

Disenchant
{1}{W}
Instant
Destroy target artifact or enchantment.

Dissipate
{1}{U}{U}
Instant
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Divine Offering
{1}{W}
Instant
Destroy target artifact. You gain life equal to its converted mana cost.

Divine Retribution
{1}{W}
Instant
Divine Retribution deals to target attacking creature damage equal to the number of attacking creatures.

Drain Life
{X}{1}{B}
Sorcery
Spend only black mana on X.
Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before Drain Life dealt damage or the creature's toughness.

Dread Specter
{3}{B}
Creature -- Specter
2/2
Whenever Dread Specter blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Dream Cache
{2}{U}
Sorcery
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

Dream Fighter
{2}{U}
Creature -- Soldier
1/1
Whenever Dream Fighter blocks or becomes blocked by a creature, Dream Fighter and that creature phase out.

Dwarven Miner
{1}{R}
Creature -- Dwarf
1/2
{2}{R}, {T}: Destroy target nonbasic land.

Dwarven Nomad
{2}{R}
Creature -- Dwarf
1/1
{T}: Target creature with power 2 or less is unblockable this turn.

Early Harvest
{1}{G}{G}
Instant
Target player untaps all basic lands he or she controls.

Ebony Charm
{B}
Instant
Choose one -- Target opponent loses 1 life and you gain 1 life; or remove from the game up to three target cards in a single graveyard; or target creature gains fear until end of turn #(A creature with fear can't be blocked except by artifact creatures and/or black creatures.)#

Ekundu Cyclops
{3}{R}
Creature -- Giant
3/4
If a creature you control attacks, Ekundu Cyclops also attacks if able.

Ekundu Griffin
{3}{W}
Creature -- Griffin
2/2
Flying, first strike

Elixir of Vitality
{4}
Artifact
Elixir of Vitality comes into play tapped.
{T}, Sacrifice Elixir of Vitality: You gain 4 life.
{8}, {T}, Sacrifice Elixir of Vitality: You gain 8 life.

Emberwilde Caliph
{2}{U}{R}
Creature -- Djinn
4/4
Flying, trample
Emberwilde Caliph attacks each turn if able.
Whenever Emberwilde Caliph deals damage, you lose that much life.

Emberwilde Djinn
{2}{R}{R}
Creature -- Djinn
5/4
Flying
At the beginning of each player's upkeep, that player may pay {R}{R} or 2 life. If he or she does, the player gains control of Emberwilde Djinn.

Energy Bolt
{X}{R}{W}
Sorcery
Choose one -- Energy Bolt deals X damage to target player; or target player gains X life.

Energy Vortex
{3}{U}{U}
Enchantment
As Energy Vortex comes into play, choose an opponent.
At the beginning of your upkeep, remove all energy counters from Energy Vortex.
At the beginning of the chosen player's upkeep, Energy Vortex deals 3 damage to that player unless he or she pays {1} for each energy counter on Energy Vortex.
{X}: Put X energy counters on Energy Vortex. Play this ability only

during your upkeep.

Enfeeblement
{B}{B}
Enchant Creature
Enchanted creature gets -2/-2.

Enlightened Tutor
{W}
Instant
Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Ersatz Gnomes
{3}
Artifact Creature -- Gnome
1/1
{T}: Target spell is colorless.
{T}: Target permanent becomes colorless until end of turn.

Ether Well
{3}{U}
Instant
Put target creature on top of its owner's library. If that creature is red, you may put it on the bottom of its owner's library instead.

Ethereal Champion
{2}{W}{W}{W}
Creature -- Avatar
3/4
Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.

Fallow Earth
{2}{G}
Sorcery
Put target land on top of its owner's library.

Favorable Destiny
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2 as long as it's white.
Enchanted creature can't be the target of spells or abilities as long as its controller controls another creature.

Femeref Archers
{2}{G}
Creature -- Soldier
2/2
{T}: Femeref Archers deals 4 damage to target attacking creature with flying.

Femeref Healer
{1}{W}

Creature -- Cleric
1/1
{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Femeref Knight
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{W}: Attacking doesn't cause Femeref Knight to tap this turn.

Femeref Scouts
{2}{W}
Creature -- Soldier
1/4

Feral Shadow
{2}{B}
Creature -- Nightstalker
2/1
Flying

Fetid Horror
{3}{B}
Creature -- Shade
1/2
{B}: Fetid Horror gets +1/+1 until end of turn.

Final Fortune
{R}{R}
Instant
Take an extra turn after this one. At the end of that turn, you lose the game.

Fire Diamond
{2}
Artifact
Fire Diamond comes into play tapped.
{T}: Add {R} to your mana pool.

Firebreathing
{R}
Enchant Creature
{R}: Enchanted creature gets +1/+0 until end of turn.

Flame Elemental
{2}{R}{R}
Creature -- Elemental
3/2
{R}, {T}, Sacrifice Flame Elemental: Flame Elemental deals damage equal to its power to target creature.

Flare
{2}{R}
Instant
Flare deals 1 damage to target creature or player.
Draw a card at the beginning of the next turn's upkeep.

Flash
{1}{U}
Instant
Choose a creature card in your hand. You may pay its mana cost reduced by up to {2}. If you do, put that card into play. If you don't, put that card into your graveyard.

Flood Plain
Land
Flood Plain comes into play tapped.
{T}, Sacrifice Flood Plain: Search your library for a plains or island card and put it into play. Then shuffle your library.

Floodgate
{3}{U}
Creature -- Wall
0/5
#(Walls can't attack.)#
When Floodgate gains flying, sacrifice it.
When Floodgate leaves play, it deals to each nonblue creature without flying 1 damage for each two islands you control.

Fog
{G}
Instant
Prevent all combat damage that would be dealt this turn.

Foratog
{2}{G}
Creature -- Atog
1/2
{G}, Sacrifice a forest: Foratog gets +2/+2 until end of turn.

Forbidden Crypt
{3}{B}{B}
Enchantment
If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game.
If a card would be put into your graveyard, remove that card from the game instead.

Forest
Land
[G]

Forsaken Wastes
{2}{B}

Enchant World
If a player would gain life, that player gains no life instead. At the beginning of each player's upkeep, that player loses 1 life. When Forsaken Wastes becomes the target of a spell, that spell's controller loses 5 life.

Frenetic Efreet
{1}{U}{R}
Creature -- Efreet
2/1
Flying
{0}: If Frenetic Efreet is in play, flip a coin. If you win the flip, Frenetic Efreet phases out. If you lose the flip, sacrifice Frenetic Efreet.

Giant Mantis
{3}{G}
Creature -- Mantis
2/4
Giant Mantis may block as though it had flying.

Gibbering Hyenas
{2}{G}
Creature -- Hyena
3/2
Gibbering Hyenas can't block black creatures.

Goblin Elite Infantry
{1}{R}
Creature -- Goblin
2/2
Whenever Goblin Elite Infantry blocks or becomes blocked, it gets -1/-1 until end of turn.

Goblin Scouts
{3}{R}{R}
Sorcery
Put three 1/1 red Goblin Scout creature tokens with mountainwalk into play. #(These creatures are unblockable as long as defending player controls a mountain.)#

Goblin Soothsayer
{R}
Creature -- Goblin
1/1
{R}, {T}, Sacrifice a Goblin: Red creatures get +1/+1 until end of turn.

Goblin Tinkerer
{1}{R}
Creature -- Goblin
1/2
{R}, {T}: Destroy target artifact. That artifact deals damage equal to its converted mana cost to Goblin Tinkerer.

Granger Guildmage
{G}
Creature -- Wizard
1/1
{W}, {T}: Target creature gains first strike until end of turn.
{R}, {T}: Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.

Grasslands
Land
Grasslands comes into play tapped.
{T}, Sacrifice Grasslands: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Grave Servitude
{1}{B}
Enchant Creature
You may play Grave Servitude any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +3/-1 and is black.

Gravebane Zombie
{3}{B}
Creature -- Zombie
3/2
If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead.

Grim Feast
{1}{B}{G}
Enchantment
At the beginning of your upkeep, Grim Feast deals 1 damage to you. Whenever a creature is put into an opponent's graveyard from play, you gain life equal to its toughness.

Grinning Totem
{4}
Artifact
{2}, {T}, Sacrifice Grinning Totem: Search target opponent's library for a card and remove that card from the game. Then that player shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.

Hakim, Loreweaver
{3}{U}{U}
Creature -- Legend
2/4
Flying
{U}{U}: Return target enchant creature card from your graveyard to play enchanting Hakim, Loreweaver. Play this ability only during your upkeep and only if Hakim isn't enchanted.

{U}{U}, {T}: Destroy all enchantments enchanting Hakim.

Hall of Gemstone
{1}{G}{G}
Enchant World
At the beginning of each player's upkeep, that player chooses a color. Until end of turn, lands tapped for mana produce mana of the chosen color instead of their normal color.

Hammer of Bogardan
{1}{R}{R}
Sorcery
Hammer of Bogardan deals 3 damage to target creature or player.
{2}{R}{R}{R}: Return Hammer of Bogardan from your graveyard to your hand. Play this ability only during your upkeep.

Harbinger of Night
{2}{B}{B}
Creature -- Spirit
2/3
At the beginning of your upkeep, put a -1/-1 counter on each creature.

Harbor Guardian
{2}{W}{U}
Creature -- Guardian
3/4
Harbor Guardian may block as though it had flying.
Whenever Harbor Guardian attacks, defending player may draw a card.

Harmattan Efreet
{2}{U}{U}
Creature -- Efreet
2/2
Flying
{1}{U}{U}: Target creature gains flying until end of turn.

Haunting Apparition
{1}{U}{B}
Creature -- Ghost
1+*/2
Flying
As Haunting Apparition comes into play, choose an opponent.
Haunting Apparition's power is equal to 1 plus the number of green creature cards in the chosen player's graveyard.

Hazerider Drake
{2}{W}{U}
Creature -- Drake
2/3
Flying, protection from red

Healing Salve
{W}

Instant
Choose one -- Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Hivis of the Scale
{3}{R}{R}
Creature -- Legend
3/4
You may choose not to untap Hivis of the Scale during your untap step.
{T}: Gain control of target Dragon as long as Hivis remains tapped and as long as you control Hivis.

Horrible Hordes
{3}
Artifact Creature
2/2
Rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Igneous Golem
{5}
Artifact Creature -- Golem
3/4
{2}: Igneous Golem gains trample until end of turn.

Illicit Auction
{3}{R}{R}
Sorcery
Each player may bid life for control of target creature. You begin the bidding at 0. In turn order, each player may top the high bid. The auction ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. #(This effect doesn't end at end of turn.)#

Illumination
{W}{W}
Instant
Counter target artifact or enchantment spell. Its controller gains life equal to its converted mana cost.

Incinerate
{1}{R}
Instant
Incinerate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

Infernal Contract
{B}{B}{B}
Sorcery
Draw four cards. You lose half your life, rounded up.

Iron Tusk Elephant

{4}{W}
Creature -- Elephant
3/3
Trample

Island
Land
[U]

Ivory Charm
{W}
Instant
Choose one -- All creatures get -2/-0 until end of turn; or tap target creature; or prevent the next 1 damage that would be dealt to target creature or player this turn.

Jabari's Influence
{3}{W}{W}
Instant
Play Jabari's Influence only after combat.
Gain control of target nonartifact, nonblack creature that attacked you this turn and put a -1/-0 counter on it.

Jolrael's Centaur
{1}{G}{G}
Creature -- Centaur
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
Jolrael's Centaur can't be the target of spells or abilities.

Jolt
{2}{U}
Instant
Tap or untap target artifact, creature, or land.
Draw a card at the beginning of the next turn's upkeep.

Jungle Patrol
{3}{G}
Creature -- Soldier
3/2
{1}{G}, {T}: Put a 0/1 green Wood Wall creature token into play. #(Walls can't attack.)#
Sacrifice a Wood Wall: Add {R} to your mana pool.

Jungle Troll
{1}{R}{G}
Creature -- Troll
2/1
{R}: Regenerate Jungle Troll.
{G}: Regenerate Jungle Troll.

Jungle Wurm
{3}{G}{G}

Creature -- Wurm
5/5
Whenever Jungle Wurm becomes blocked by two or more creatures, it gets -1/-1 until end of turn for each creature blocking it beyond the first.

Kaervek's Hex
{3}{B}
Sorcery
Kaervek's Hex deals 1 damage to each nonblack creature and an additional 1 damage to each green creature.

Kaervek's Purge
{X}{B}{R}
Sorcery
Destroy target creature with converted mana cost equal to X. If that creature is put into a graveyard this way, Kaervek's Purge deals damage equal to the creature's power to the creature's controller.

Kaervek's Torch
{X}{R}
Sorcery
As long as Kaervek's Torch is on the stack, spells that target it cost {2} more to play.
Kaervek's Torch deals X damage to target creature or player.

Karoo Meerkat
{1}{G}
Creature -- Meerkat
2/1
Protection from blue

Kukemssa Pirates
{3}{U}
Creature -- Pirate
2/2
Whenever Kukemssa Pirates attacks and isn't blocked, you may gain control of target artifact defending player controls. If you do, Kukemssa Pirates deals no combat damage this turn.

Kukemssa Serpent
{3}{U}
Creature -- Serpent
4/3
Kukemssa Serpent can't attack unless defending player controls an island.
{U}, Sacrifice an island: Target land an opponent controls becomes an island until end of turn.
When you control no islands, sacrifice Kukemssa Serpent.

Lead Golem
{5}
Artifact Creature -- Golem
3/5

Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.

Leering Gargoyle
{1}{W}{U}
Creature -- Gargoyle
2/2
Flying
{T}: Leering Gargoyle gets -2/+2 and loses flying until end of turn.

Lightning Reflexes
{1}{R}
Enchant Creature
You may play Lightning Reflexes any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +1/+0 and has first strike.

Lion's Eye Diamond
{0}
Artifact
Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability only any time you could play an instant.

Locust Swarm
{3}{G}
Creature -- Swarm
1/1
Flying
{G}: Regenerate Locust Swarm.
{G}: Untap Locust Swarm. Play this ability only once each turn.

Lure of Prey
{2}{G}{G}
Instant
Play Lure of Prey only if an opponent played a creature spell this turn.
Put a green creature card from your hand into play.

Malignant Growth
{3}{G}{U}
Enchantment
Cumulative upkeep {1}
At the beginning of your upkeep, put a growth counter on Malignant Growth.
At the beginning of each of your opponents' draw steps, that player draws a card for each growth counter on Malignant Growth, then Malignant Growth deals to the player damage equal to the number of cards he or she drew this way.

Mana Prism
{3}
Artifact

{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add one mana of any color to your mana pool.

Mangara's Blessing
{2}{W}
Instant
You gain 5 life.
When a spell or ability an opponent controls causes you to discard Mangara's Blessing from your hand, you gain 2 life, and you return Mangara's Blessing from your graveyard to your hand at end of turn.

Mangara's Equity
{1}{W}{W}
Enchantment
As Mangara's Equity comes into play, choose black or red.
At the beginning of your upkeep, sacrifice Mangara's Equity unless you pay {1}{W}.
Whenever a creature of the chosen color deals damage to you or a white creature you control, Mangara's Equity deals X damage to that creature, where X is equal to the damage dealt to you or the white creature.

Mangara's Tome
{5}
Artifact
When Mangara's Tome comes into play, search your library for five cards. Remove those cards from the game face down, then shuffle them. Then shuffle your library.
{2}: The next time you would draw a card this turn, instead put the top card removed from the game with Mangara's Tome into its owner's hand.

Marble Diamond
{2}
Artifact
Marble Diamond comes into play tapped.
{T}: Add {W} to your mana pool.

Maro
{2}{G}{G}
Creature -- Elemental
*/*
Maro's power and toughness are each equal to the number of cards in your hand.

Meddle
{1}{U}
Instant
If target spell has only one target and that target is a creature, change that spell's target to another creature.

Melesse Spirit
{3}{W}{W}
Creature -- Angel

3/3
Flying, protection from black

Memory Lapse
{1}{U}
Instant
Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard.

Merfolk Raiders
{1}{U}
Creature -- Merfolk
2/3
Phasing; islandwalk #(This creature is unblockable as long as defending player control an island.)#

Merfolk Seer
{2}{U}
Creature -- Merfolk
2/2
When Merfolk Seer is put into a graveyard from play, you may pay {1}{U}. If you do, draw a card.

Mind Bend
{U}
Instant
Change the text of target permanent by replacing all instances of one color word or basic land type with another. #(For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk.") (This effect doesn't end at end of turn.)#

Mind Harness
{U}
Enchant Creature
Cumulative upkeep {1}
Mind Harness can enchant only a red or green creature.
You control enchanted creature.

Mindbender Spores
{2}{G}
Creature -- Wall
0/1
#(Walls can't attack.)#
Flying
Whenever Mindbender Spores blocks a creature, put four fungus counters on that creature. The creature gains "This creature doesn't untap during your untap step if it has a fungus counter on it" and "At the beginning of your upkeep, remove a fungus counter from this creature."

Mire Shade
{1}{B}
Creature -- Shade
1/1

{B}, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. Play this ability only any time you could play a sorcery.

Misers' Cage
{3}
Artifact
At the beginning of each opponent's upkeep, if that player has five or more cards in hand, Misers' Cage deals 2 damage to him or her.

Mist Dragon
{4}{U}{U}
Creature -- Dragon
4/4
{0}: Mist Dragon gains flying. #(This effect doesn't end at end of turn.)#
{0}: Mist Dragon loses flying. #(This effect doesn't end at end of turn.)#
{3}{U}{U}: Mist Dragon phases out.

Moss Diamond
{2}
Artifact
Moss Diamond comes into play tapped.
{T}: Add {G} to your mana pool.

Mountain
Land
[R]

Mountain Valley
Land
Mountain Valley comes into play tapped.
{T}, Sacrifice Mountain Valley: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Mtenda Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
{W}, {T}: Return Mtenda Griffin to its owner's hand and return target Griffin card in your graveyard to your hand. Play this ability only during your upkeep.

Mtenda Herder
{W}
Creature -- Scout
1/1
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#

Mtenda Lion
{G}
Creature -- Lion

2/1
Whenever Mtenda Lion attacks, the defending player may pay {U}. If that player does, prevent all combat damage that would be dealt by Mtenda Lion this turn.

Mystical Tutor
{U}
Instant
Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

Natural Balance
{2}{G}{G}
Sorcery
Each player who controls six or more lands sacrifices all lands he or she controls except for five. Each player who controls four or fewer lands may search his or her library for basic land cards to bring his or her land total to five and put them into play. Then each player who searched his or her library this way shuffles it.

Nettletooth Djinn
{3}{G}
Creature -- Djinn
4/4
At the beginning of your upkeep, Nettletooth Djinn deals 1 damage to you.

Noble Elephant
{3}{W}
Creature -- Elephant
2/2
Banding, trample

Nocturnal Raid
{2}{B}{B}
Instant
Black creatures get +2/+0 until end of turn.

Null Chamber
{3}{W}
Enchant World
As Null Chamber comes into play, you and an opponent each name a card other than a basic land card.
The named cards can't be played.

Pacifism
{1}{W}
Enchant Creature
Enchanted creature can't attack or block.

Painful Memories
{1}{B}
Sorcery
Look at target opponent's hand and choose a card from it. Put that

card on top of that player's library.

Patagia Golem
{4}
Artifact Creature -- Golem
2/3
{3}: Patagia Golem gains flying until end of turn.

Paupers' Cage
{3}
Artifact
At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Pearl Dragon
{4}{W}{W}
Creature -- Dragon
4/4
Flying
{1}{W}: Pearl Dragon gets +0/+1 until end of turn.

Phyrexian Dreadnought
{1}
Artifact Creature
12/12
Trample
If Phyrexian Dreadnought would come into play, sacrifice any number of creatures with total power 12 or greater instead. If you do, put Phyrexian Dreadnought into play. If you don't, put it into its owner's graveyard.

Phyrexian Purge
{2}{B}{R}
Sorcery
Destroy any number of target creatures. You lose 3 life for each creature destroyed this way.

Phyrexian Tribute
{2}{B}
Sorcery
As an additional cost to play Phyrexian Tribute, sacrifice two creatures.
Destroy target artifact.

Phyrexian Vault
{3}
Artifact
{2}, {T}, Sacrifice a creature: Draw a card.

Plains
Land
[W]

Political Trickery

{2}{U}
Sorcery
Exchange control of target land you control and target land an opponent controls. #(This effect doesn't end at end of turn.)#

Polymorph
{3}{U}
Sorcery
Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

Power Sink
{X}{U}
Instant
Counter target spell unless its controller pays {X}. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

Preferred Selection
{2}{G}{G}
Enchantment
At the beginning of your draw step, look at the top two cards of your library and choose one. You may sacrifice Preferred Selection and pay {2}{G}{G}. If you do, draw the chosen card. If you don't, put the card on the bottom of your library.

Prismatic Boon
{X}{W}{U}
Instant
X target creatures gain protection from the color of your choice until end of turn.

Prismatic Circle
{2}{W}
Enchantment
Cumulative upkeep {1}
As Prismatic Circle comes into play, choose a color.
{1}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Prismatic Lace
{U}
Instant
Target permanent becomes the colors of your choice. #(This effect doesn't end at end of turn.) (Mana symbols on that permanent remain unchanged.)#

Psychic Transfer
{4}{U}
Sorcery
If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.

Purgatory
{2}{W}{B}
Enchantment
If a creature card would be put into your graveyard from play, remove that card from the game instead.
At the beginning of your upkeep, you may pay {4} and 2 life. If you do, return a card removed from the game with Purgatory to play.

Purraj of Urborg
{3}{B}{B}
Creature -- Legend
2/3
Whenever Purraj of Urborg attacks, it gains first strike until end of combat.
Whenever a black spell is played, you may pay {B}. If you do, put a +1/+1 counter on Purraj of Urborg.

Pyric Salamander
{1}{R}
Creature -- Salamander
1/1
{R}: Pyric Salamander gets +1/+0 until end of turn. Sacrifice Pyric Salamander at end of turn.

Quirion Elves
{1}{G}
Creature -- Elf
1/1
As Quirion Elves comes into play, choose a color.
{T}: Add {G} to your mana pool.
{T}: Add one mana of the chosen color to your mana pool.

Radiant Essence
{1}{G}{W}
Creature -- Spirit
2/3
Radiant Essence gets +1/+2 as long as an opponent controls a black permanent.

Raging Spirit
{3}{R}
Creature -- Spirit
3/3
{2}: Raging Spirit is colorless until end of turn.

Rampant Growth
{1}{G}
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Rashida Scalebane
{3}{W}{W}

Creature -- Legend
3/4
{T}: Destroy target attacking or blocking Dragon. It can't be regenerated. You gain life equal to its power.

Ravenous Vampire
{3}{B}{B}
Creature -- Vampire
3/3
Flying
At the beginning of your upkeep, you may sacrifice a nonartifact creature. If you do, put a +1/+1 counter on Ravenous Vampire. If you don't, tap Ravenous Vampire.

Ray of Command
{3}{U}
Instant
Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#
When you lose control of the creature, tap it.

Razor Pendulum
{4}
Artifact
At the end of each player's turn, if that player has 5 life or less, Razor Pendulum deals 2 damage to him or her.

Reality Ripple
{1}{U}
Instant
Target artifact, creature, or land phases out.

Reckless Embermage
{3}{R}
Creature -- Wizard
2/2
{1}{R}: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.

Reflect Damage
{3}{R}{W}
Instant
The next time a source of your choice would deal damage this turn, that damage is dealt to that source's controller instead.

Regeneration
{1}{G}
Enchant Creature
{G}: Regenerate enchanted creature.

Reign of Chaos
{2}{R}{R}
Sorcery

Choose one -- Destroy target plains and target white creature; or destroy target island and target blue creature.

Reign of Terror
{3}{B}{B}
Sorcery
Destroy all white creatures or all green creatures. They can't be regenerated. You lose 2 life for each creature put into a graveyard this way.

Reparations
{1}{W}{U}
Enchantment
Whenever an opponent plays a spell that targets you or a creature you control, you may draw a card.

Restless Dead
{1}{B}
Creature -- Skeleton
1/1
{B}: Regenerate Restless Dead.

Ritual of Steel
{2}{W}
Enchant Creature
When Ritual of Steel comes into play, draw a card at the beginning of the next turn's upkeep.
Enchanted creature gets +0/+2.

Rock Basilisk
{4}{R}{G}
Creature -- Basilisk
4/5
Whenever Rock Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Rocky Tar Pit
Land
Rocky Tar Pit comes into play tapped.
{T}, Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.

Roots of Life
{1}{G}{G}
Enchantment
As Roots of Life comes into play, choose islands or swamps.
Whenever a land of the chosen type an opponent controls becomes tapped, you gain 1 life.

Sabertooth Cobra
{2}{G}
Creature -- Cobra
2/2
Whenever Sabertooth Cobra deals damage to a player, he or she gets a

poison counter. That player gets another poison counter at the beginning of his or her next upkeep unless he or she pays {2} before that turn to prevent this effect. #(A player with ten or more poison counters loses the game.)#

Sacred Mesa
{2}{W}
Enchantment
At the beginning of your upkeep, sacrifice Sacred Mesa unless you sacrifice a Pegasus.
{1}{W}: Put a 1/1 white Pegasus creature token with flying into play.

Sand Golem
{5}
Artifact Creature -- Golem
3/3
When a spell or ability an opponent controls causes you to discard Sand Golem from your hand, return Sand Golem from your graveyard to play at end of turn with a +1/+1 counter on it.

Sandbar Crocodile
{4}{U}
Creature -- Crocodile
6/5
Phasing

Sandstorm
{G}
Instant
Sandstorm deals 1 damage to each attacking creature.

Sapphire Charm
{U}
Instant
Choose one -- Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

Savage Twister
{X}{R}{G}
Sorcery
Savage Twister deals X damage to each creature.

Sawback Manticore
{3}{R}{G}
Creature -- Manticore
2/4
{4}: Sawback Manticore gains flying until end of turn.
{1}: Sawback Manticore deals 2 damage to target attacking or blocking creature. Play this ability only if Sawback Manticore is attacking or blocking and only once each turn.

Sea Scryer

{1}{U}
Creature -- Merfolk
1/1
{T}: Add one colorless mana to your mana pool.
{1}, {T}: Add {U} to your mana pool.

Sealed Fate
{X}{U}{B}
Sorcery
Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library.

Searing Spear Askari
{2}{R}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{R}: Searing Spear Askari can't be blocked except by two or more creatures this turn.

Seedling Charm
{G}
Instant
Choose one -- Return target enchant creature to its owner's hand; or regenerate target green creature; or target creature gains trample until end of turn.

Seeds of Innocence
{1}{G}{G}
Sorcery
Destroy all artifacts. They can't be regenerated. The controller of each artifact destroyed this way gains life equal to its converted mana cost.

Serene Heart
{1}{G}
Instant
Destroy all local enchantments.

Sewer Rats
{B}
Creature -- Rat
1/1
{B}, Pay 1 life: Sewer Rats gets +1/+0 until end of turn. Play this ability no more than three times each turn.

Shadow Guildmage
{B}
Creature -- Wizard
1/1
{U}, {T}: Put target creature you control on top of its owner's library.

{R}, {T}: Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you.

Shadowbane
{1}{W}
Instant
The next time this turn a source of your choice would deal damage to target creature or player, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.

Shallow Grave
{1}{B}
Instant
Put the top creature card from your graveyard into play. That creature gains haste until end of turn. Remove it from the game at end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Shaper Guildmage
{U}
Creature -- Wizard
1/1
{W}, {T}: Target creature gains first strike until end of turn.
{B}, {T}: Target creature gets +1/+0 until end of turn.

Shauku, Endbringer
{5}{B}{B}
Creature -- Legend
5/5
Flying
Shauku, Endbringer can't attack if there's another creature in play.
At the beginning of your upkeep, you lose 3 life.
{T}: Remove target creature from the game and put a +1/+1 counter on Shauku.

Shauku's Minion
{1}{B}{R}
Creature -- Minion
2/2
{B}{R}, {T}: Shauku's Minion deals 2 damage to target white creature.

Shimmer
{2}{U}{U}
Enchantment
As Shimmer comes into play, choose a land type.
All lands of the chosen type have phasing.

Sidar Jabari
{3}{W}
Creature -- Legend
2/2
Flanking #(Whenever a creature without flanking blocks this

creature, the blocking creature gets -1/-1 until end of turn.)#
Whenever Sidar Jabari attacks, tap target creature defending player controls.

Sirocco
{1}{R}
Instant
Target player reveals his or her hand. For each blue instant card revealed, he or she pays 4 life or discards that card from his or her hand.

Skulking Ghost
{1}{B}
Creature -- Ghost
2/1
Flying
When Skulking Ghost becomes the target of a spell or ability, sacrifice it.

Sky Diamond
{2}
Artifact
Sky Diamond comes into play tapped.
{T}: Add {U} to your mana pool.

Soar
{1}{U}
Enchant Creature
You may play Soar any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
Enchanted creature gets +0/+1 and has flying.

Soul Echo
{X}{W}{W}
Enchantment
Soul Echo comes into play with X echo counters on it.
At the beginning of your upkeep, if there are no echo counters on Soul Echo, sacrifice it. Otherwise, an opponent may choose that for each 1 damage that would be dealt to you until your next upkeep, you remove 1 echo counter from Soul Echo instead.
You don't lose the game for having 0 or less life.

Soul Rend
{1}{B}
Instant
Destroy target creature if it's white. A creature destroyed this way can't be regenerated.
Draw a card at the beginning of the next turn's upkeep.

Soulshriek
{B}
Instant
Target creature you control gets +X/+0 until end of turn, where X is

the number of creature cards in your graveyard. Sacrifice that creature at end of turn.

Spatial Binding
{U}{B}
Enchantment
Pay 1 life: Until your next upkeep step, target permanent can't phase out.

Spectral Guardian
{2}{W}{W}
Creature -- Guardian
2/3
Noncreature artifacts can't be the target of spells or abilities as long as Spectral Guardian is untapped.

Spirit of the Night
{6}{B}{B}{B}
Creature -- Legend
6/5
Flying, trample, protection from black; haste #(This creature may attack and #{T}# the turn it comes under your control.)#
Whenever Spirit of the Night attacks, it gains first strike until end of combat.

Spitting Earth
{1}{R}
Sorcery
Spitting Earth deals damage equal to the number of mountains you control to target creature.

Stalking Tiger
{3}{G}
Creature -- Tiger
3/3
Stalking Tiger can't be blocked by more than one creature.

Stone Rain
{2}{R}
Sorcery
Destroy target land.

Stupor
{2}{B}
Sorcery
Target opponent discards a card at random from his or her hand, then discards a card from his or her hand.

Subterranean Spirit
{3}{R}{R}
Creature -- Elemental
3/3
Protection from red
{T}: Subterranean Spirit deals 1 damage to each creature without

flying.

Sunweb
{3}{W}
Creature -- Wall
5/6
#(Walls can't attack.)#
Flying
Sunweb can't block creatures with power 2 or less.

Superior Numbers
{G}{G}
Sorcery
Superior Numbers deals to target creature damage equal to the number of creatures you control in excess of the number of creatures that creature's controller controls.

Suq'Ata Firewalker
{1}{U}{U}
Creature -- Wizard
0/1
Suq'Ata Firewalker can't be the target of red spells or abilities from red sources.
{T}: Suq'Ata Firewalker deals 1 damage to target creature or player.

Swamp
Land
[B]

Tainted Specter
{3}{B}
Creature -- Specter
2/2
Flying
{1}{B}{B}, {T}: Target player puts a card from his or her hand into his or her graveyard or on top of his or her library. If the card is put into that player's graveyard, Tainted Specter deals 1 damage to each creature and each player. Play this ability only any time you could play a sorcery.

Talruum Minotaur
{2}{R}{R}
Creature -- Minotaur
3/3
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Taniwha
{3}{U}{U}
Creature -- Legend
7/7
Phasing, trample
At the beginning of your upkeep, all lands you control phase out.

Teeka's Dragon
{9}
Artifact Creature -- Dragon
5/5
Flying, trample; rampage 4 #(Whenever this creature becomes blocked by two or more creatures, it gets +4/+4 until end of turn for each creature blocking it beyond the first.)#

Teferi's Curse
{1}{U}
Enchant Permanent
Teferi's Curse can enchant only an artifact or a creature.
Enchanted permanent has phasing.

Teferi's Drake
{2}{U}
Creature -- Drake
3/2
Flying, phasing

Teferi's Imp
{2}{U}
Creature -- Imp
1/1
Flying, phasing
Whenever Teferi's Imp phases out, discard a card from your hand.
Whenever Teferi's Imp phases in, draw a card.

Teferi's Isle
Legendary Land
Phasing
Teferi's Isle comes into play tapped.
{T}: Add {U}{U} to your mana pool.

Telim'Tor
{4}{R}
Creature -- Legend
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
Whenever Telim'Tor attacks, all attacking creatures with flanking get +1/+1 until end of turn.

Telim'Tor's Darts
{2}
Artifact
{2}, {T}: Telim'Tor's Darts deals 1 damage to target player.

Telim'Tor's Edict
{R}
Instant
Remove target permanent you own or control from the game.
Draw a card at the beginning of the next turn's upkeep.

Teremko Griffin
{3}{W}
Creature -- Griffin
2/2
Banding, flying

Thirst
{2}{U}
Enchant Creature
When Thirst comes into play, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
At the beginning of your upkeep, sacrifice Thirst unless you pay {U}.

Tidal Wave
{2}{U}
Instant
Put a 5/5 blue Wave Wall creature token into play. Sacrifice it at end of turn. #(Walls can't attack.)#

Tombstone Stairwell
{2}{B}{B}
Enchant World
Cumulative upkeep {1}{B}
At the beginning of each upkeep, if Tombstone Stairwell is in play, each player puts into play a 2/2 black Tombspawn Zombie creature token with haste for each creature card in his or her graveyard. #(They may attack and #{T}# the turn they come into play.)#
At end of turn or when Tombstone Stairwell leaves play, destroy all Tombspawn Zombie tokens put into play with it. They can't be regenerated.

Torrent of Lava
{X}{R}{R}
Sorcery
Each player may tap any number of untapped creatures he or she controls. Torrent of Lava deals X damage to each creature without flying not tapped this way. Torrent of Lava deals X-1 damage to each creature without flying tapped this way.

Tranquil Domain
{1}{G}
Instant
Destroy all global enchantments.

Tropical Storm
{X}{G}
Sorcery
Tropical Storm deals X damage to each creature with flying and 1 additional damage to each blue creature.

Uktabi Faerie
{1}{G}
Creature -- Faerie

1/1
Flying
{3}{G}, Sacrifice Uktabi Faerie: Destroy target artifact.

Uktabi Wildcats
{4}{G}
Creature -- Cat
*/*
Uktabi Wildcats's power and toughness are each equal to the number of forests you control.
{G}, Sacrifice a forest: Regenerate Uktabi Wildcats.

Unerring Sling
{3}
Artifact
{3}, {T}, Tap an untapped creature you control: Unerring Sling deals damage equal to the tapped creature's power to target attacking or blocking creature with flying.

Unfulfilled Desires
{1}{U}{B}
Enchantment
{1}, Pay 1 life: Draw a card, then discard a card from your hand.

Unseen Walker
{1}{G}
Creature -- Dryad
1/1
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#
{1}{G}{G}: Target creature gains forestwalk until end of turn.

Unyaro Bee Sting
{3}{G}
Sorcery
Unyaro Bee Sting deals 2 damage to target creature or player.

Unyaro Griffin
{3}{W}
Creature -- Griffin
2/2
Flying
Sacrifice Unyaro Griffin: Counter target red instant or sorcery spell.

Urborg Panther
{2}{B}
Creature -- Nightstalker
2/2
{B}, Sacrifice Urborg Panther: Destroy target creature blocking Urborg Panther.
Sacrifice a creature named Feral Shadow, a creature named Breathstealer, and Urborg Panther: Search your library for a card named Spirit of the Night and put that card into play. Then shuffle

your library.

Vaporous Djinn
{2}{U}{U}
Creature -- Djinn
3/4
Flying
At the beginning of your upkeep, Vaporous Djinn phases out unless you pay {U}{U}.

Ventifact Bottle
{3}
Artifact
{1}{X}, {T}: Put X charge counters on Ventifact Bottle. Play this ability only any time you could play a sorcery.
At the beginning of your precombat main phase, if Ventifact Bottle has a charge counter on it, tap it and remove all charge counters from it. Then add to your mana pool an amount of colorless mana equal to the number of charge counters removed this way.

Viashino Warrior
{3}{R}
Creature -- Viashino
4/2

Vigilant Martyr
{W}
Creature -- Martyr
1/1
Sacrifice Vigilant Martyr: Regenerate target creature.
{W}{W}, {T}, Sacrifice Vigilant Martyr: Counter target spell that targets an enchantment in play.

Village Elder
{G}
Creature -- Druid
1/1
{G}, {T}, Sacrifice a forest: Regenerate target creature.

Vitalizing Cascade
{X}{G}{W}
Instant
You gain X+3 life.

Volcanic Dragon
{4}{R}{R}
Creature -- Dragon
4/4
Flying; haste #(This creature may attack and #{T}# the turn it comes under your control.)#

Volcanic Geyser
{X}{R}{R}

Instant
Volcanic Geyser deals X damage to target creature or player.

Waiting in the Weeds
{1}{G}{G}
Sorcery
Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls.

Wall of Corpses
{1}{B}
Creature -- Wall
0/2
#(Walls can't attack.)#
{B}, Sacrifice Wall of Corpses: Destroy target creature Wall of Corpses is blocking.

Wall of Resistance
{1}{W}
Creature -- Wall
0/3
#(Walls can't attack.)#
Flying
At end of turn, if Wall of Resistance was dealt damage this turn, put a +0/+1 counter on it.

Wall of Roots
{1}{G}
Creature -- Wall
0/5
#(Walls can't attack.)#
Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Ward of Lights
{W}{W}
Enchant Creature
You may play Ward of Lights any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn.
As Ward of Lights comes into play, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Ward of Lights.

Warping Wurm
{2}{G}{U}
Creature -- Wurm
1/1
Phasing
At the beginning of your upkeep, you may pay {2}{G}{U}. If you don't, Warping Wurm phases out.
When Warping Wurm phases in, put a +1/+1 counter on it.

Wave Elemental

{2}{U}{U}
Creature -- Elemental
2/3
{U}, {T}, Sacrifice Wave Elemental: Tap up to three target creatures without flying.

Wellspring
{1}{G}{W}
Enchant Land
When Wellspring comes into play, gain control of enchanted land until end of turn.
At the beginning of your upkeep, untap enchanted land. You gain control of enchanted land until end of turn.

Wild Elephant
{3}{G}
Creature -- Elephant
3/3
Trample

Wildfire Emissary
{3}{R}
Creature -- Efreet
2/4
Protection from white
{1}{R}: Wildfire Emissary gets +1/+0 until end of turn.

Windreaper Falcon
{1}{R}{G}
Creature -- Bird
1/1
Flying, protection from blue

Withering Boon
{1}{B}
Instant
Counter target creature spell. You lose 3 life.

Worldly Tutor
{G}
Instant
Search your library for a creature card and reveal that card. Shuffle your library, then put the revealed card back on top of it.

Yare
{2}{W}
Instant
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to two additional creatures this turn.

Zebra Unicorn
{2}{G}{W}
Creature -- Unicorn

2/2
Whenever Zebra Unicorn deals damage, you gain that much life.

Zhalfirin Commander
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{1}{W}{W}: Target Knight gets +1/+1 until end of turn.

Zhalfirin Knight
{2}{W}
Creature -- Knight
2/2
Flanking #(Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)#
{W}{W}: Zhalfirin Knight gains first strike until end of turn.

Zirilan of the Claw
{3}{R}{R}
Creature -- Legend
3/4
{1}{R}{R}, {T}: Search your library for a Dragon card and put that card into play. Then shuffle your library. That Dragon gains haste until end of turn. At end of turn, remove it from the game. #(The creature may attack and #{T}# the turn it comes under your control.)#

Zombie Mob
{2}{B}{B}
Creature -- Zombie
2/0
Zombie Mob comes into play with a +1/+1 counter for each creature card in your graveyard.
When Zombie Mob comes into play, remove all creature cards in your graveyard from the game.

Zuberi, Golden Feather
{4}{W}
Creature -- Griffin Legend
3/3
Flying
All other Griffins get +1/+1.